ANIMAL PLANET™

#5F5E8C8
#5F5E809

8+

Air Swimmers® eXtreme

AAAx1 INCLUDED INCLUIDAS

9Vx1 INCLUDED INCLUIDAS

INFLATABLE R/C GIANT FLYING SHARK

TIBURÓN VOLADOR GIGANTE INFLABLE CON R/C

INFLATABLE R/C GIANT FLYING CLOWN FISH

PEZ PAYASO VOLADOR CON R/C

ASSEMBLY AND OPERATING INSTRUCTIONS

For the purposes of illustration, the Clown Fish is used in the instructions.

For easy-to-follow video instructions on assembling and flying your Air Swimmer go to www.wowstuff.co.uk/airswimmers

⚠ WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.

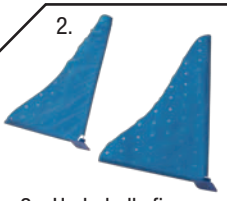
* Helium tank not included.

Contents of Air Swimmers Shark Box

1.

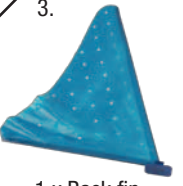
1 x Air Swimmers Shark balloon

2.



2 x Underbelly fins

3.



1 x Back fin

4.

1 x Tail fin

5.

4 x Elastic bands

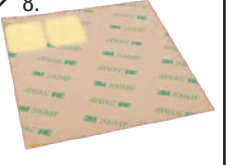
6.

4 x Hooks

7.

4 x Fastening clips

8.



12 x Double-sided sticky pads

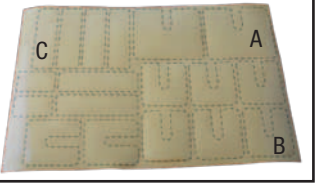
Controller color may vary

9.

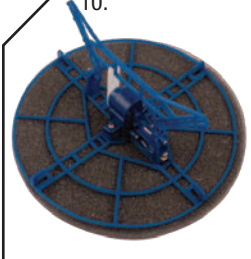
Remote control with putty enclosed in side compartment.

11.

18 x Clear tape tabs

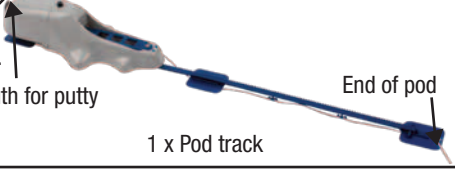


10.



1 x Tail motor unit

12.



1 x Pod track

13.

1 x 9V battery

14.

1 x AAA battery

15.

1 x Ribbon

Spare Parts included:
4 x Hooks
4 x Fastening clips
2 x Elastic bands

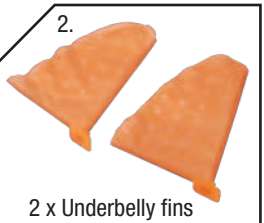
Additional tool required: small cross-head screwdriver

Contents of Air Swimmers Clown Fish Box

1.

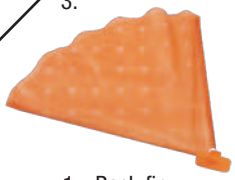
1 x Air Swimmers Clown Fish balloon

2.



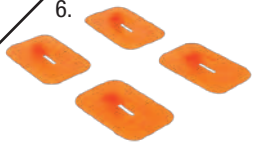
2 x Underbelly fins

3.



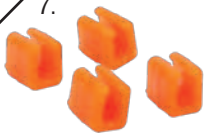
1 x Back fin

6.



4 x Hooks

7.



4 x Fastening clips

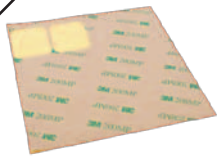
4.

1 x Tail fin

5.

4 x Elastic bands

8.



12 x Double-sided sticky pads

9.

Controller color may vary

Remote control with putty enclosed in side compartment.

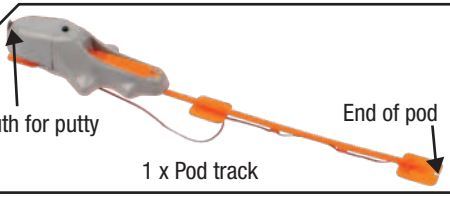
10.

1 x Tail motor unit

11.

18 x Clear tape tabs

12.



Mouth for putty

End of pod

1 x Pod track

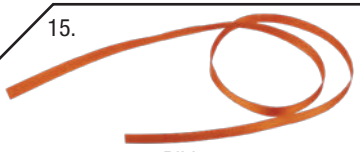
13.

1 x 9V battery

14.

1 x AAA battery

15.



1 x Ribbon

Spare Parts included:

4 x Hooks
4 x Fastening clips
2 x Elastic bands

Additional tool required: small cross-head screwdriver

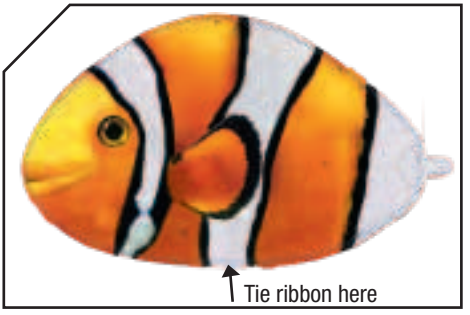
For easy-to-follow video instructions go to www.wowstuff.co.uk/airswimmers

IMPORTANT: PLEASE READ FULLY BEFORE ASSEMBLY. THIS PRODUCT IS ONLY TO BE USED INDOORS.

Filling with Helium

To fill your Air Swimmer at home, you can buy your own helium tank from your local Toys“R”Us. Otherwise you can have it filled at most party shops or florists.

NOTE: It is recommended to have an adult help fill the helium into the balloon. Before using your helium tank, please consult any instruction manuals provided. It is recommended two people carry out the assembly below.



1. Tie the enclosed ribbon (15) to the loop indicated at the bottom of the Air Swimmer and attach the other end to the flap hole on the packaging.
   This will prevent the Air Swimmer from floating away when inflated.

2. To fill the Air Swimmer with helium, lay the Air Swimmer balloon (1) out flat on the ground and insert the helium tank nozzle into the valve at the back of the balloon.

3. Release the helium slowly so that the balloon starts to inflate and increase it gradually until the balloon is full and firm.
   Warning: Do not overinflate the balloon.
   The balloon’s valve does not require sealing after inflating.

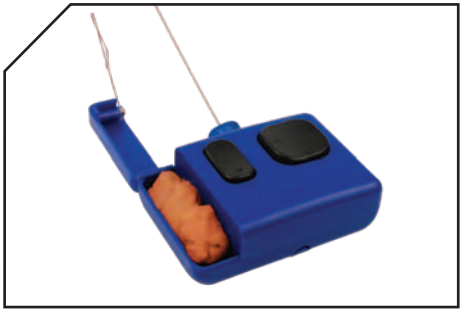
For easy-to-follow video instructions go to www.wowstuff.co.uk/airswimmers

NOTE: After a few days you may find that the Air Swimmer may lose some of its buoyancy; therefore you may need to top off the balloon occasionally. After several top offs the helium inside the balloon may become too mixed with air and may need to be fully emptied and then refilled.

To empty your Air Swimmer, insert a narrow drinking straw (maximum 6mm / 0.24in.) into the valve by at least 7 inches. (Inserting a thicker diameter straw may damage the one-way valve.)

Warning: Do not inhale helium. Use only in a well-ventilated area. Never use in closed spaces. Helium reduces and can eliminate oxygen necessary for breathing. Inhaling helium can result in serious personal injury or death.
Warning: DO NOT OVERINFLATE THE BALLOON.
Only inflate with helium. Do not use any other type of gas.
Do not use any other inflation devices such as a foot pump.

You can store your Air Swimmer by attaching the ribbon to the box or using the hook on the controller.



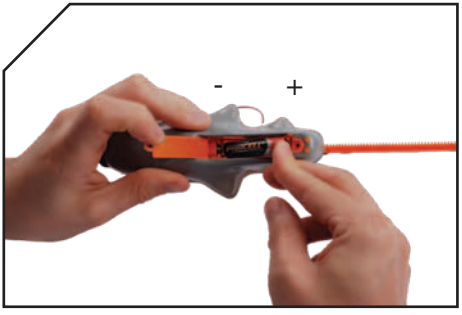
Assembling Your Air Swimmer

After filling the Air Swimmer balloon, you are ready for assembly. It is recommended two people carry out this assembly.

Inserting the batteries:

Pod Track
The pod track (12) requires 1 x AAA battery (14).

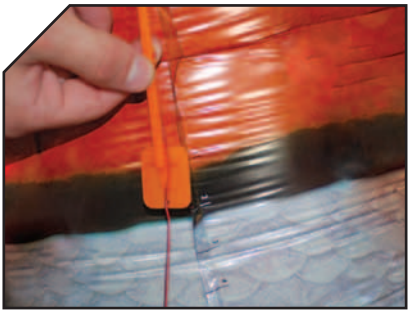
1. Unscrew the battery cover using a cross-head screwdriver.

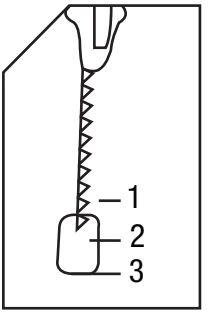


2. Insert the battery according to polarity shown. Screw the battery cover back into place.

Attaching the Pod Track

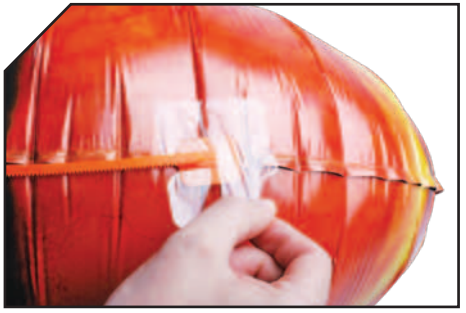
1. Attach the pod track (12) to the underside of the Air Swimmer balloon using the double-sided sticky pads (8). It helps to have another person hold the balloon upside down. Adjust the back end of the track to the track placement number shown below.





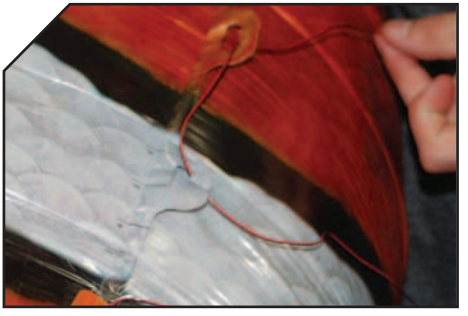
Track placement number

Your altitude	Track placement number
0-1,000 feet	3
1,000-2,000 feet	2
2,000+ feet	1



2. Place clear tape tabs (11B) over the front and back track tabs to secure in place. Use clear tape tabs (11C) for the middle track tab, placing one either side to secure.

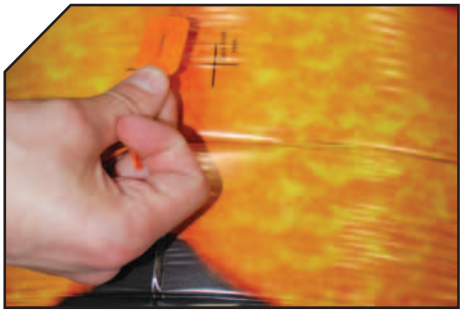
3. Loop the electric wire from the pod track through the cable hoops underneath the Air Swimmer balloon.

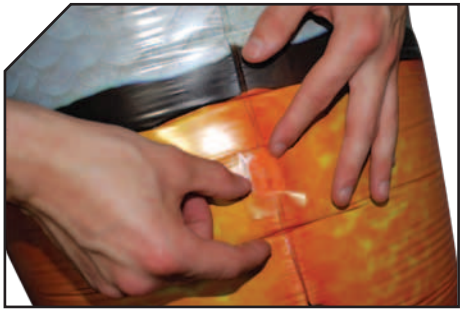


For easy-to-follow video instructions go to www.wowstuff.co.uk/airswimmers

Assembly of the Tail Motor Unit

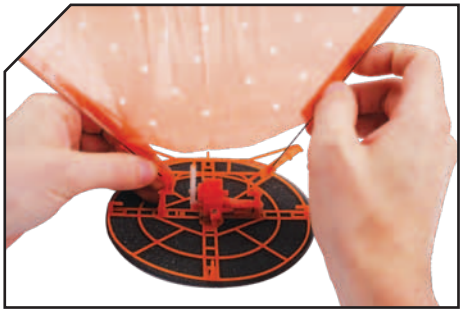
1. Using double-sided sticky pads (8), stick the 4 hooks (6) onto the Air Swimmer. Make sure the arrow on the hook faces towards the head of the Air Swimmer.

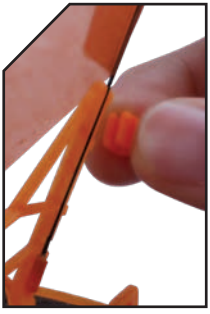


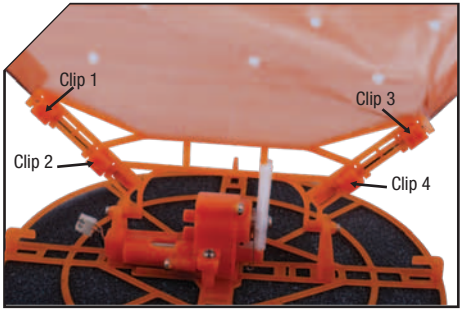


2. Place clear tape tabs (11A) over the hooks to secure.

3. Attach the tail fin (4) to the tail motor unit (10) by slotting the rods into the tail motor unit arms, as shown.

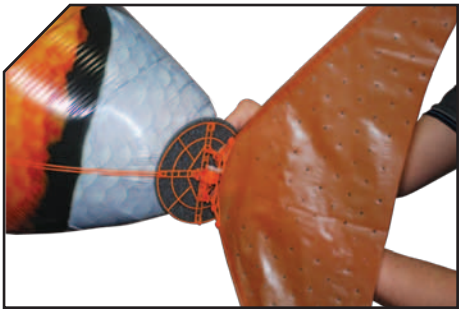


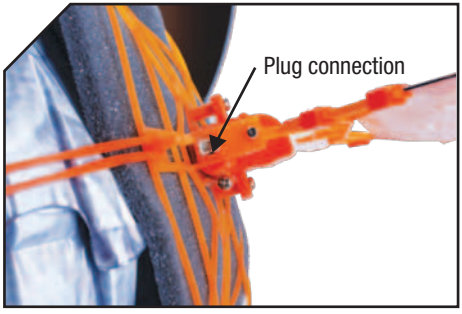




4. Attach the 4 fastening clips (7) to the top and bottom of the assembly arms, securing the rods in place.

5. Place the tail motor unit on the back of the Air Swimmer balloon and attach to the four hooks using the elastic bands (5). Make sure the plug connection on the tail motor unit faces downwards.



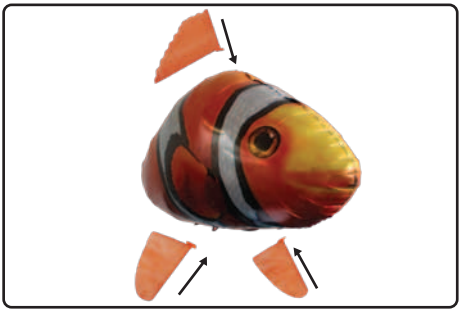


6. Plug the electric wire into the tail motor unit as shown.

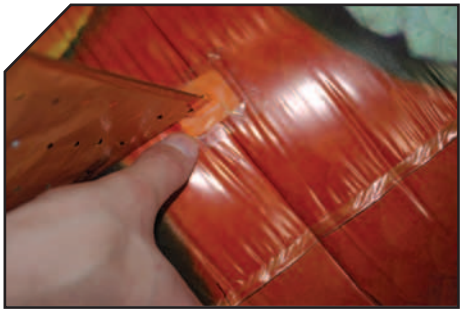
   Note: Ensure the electric wire has the correct orientation to the tail motor unit, as pins on tail motor unit can become bent and damaged.

Attaching the fins

1. Remove the liner of the double-sided sticky pads (8). Attach each fin in place on the Air Swimmer balloon (marked ‘place fin here’), as shown.



For easy-to-follow video instructions go to www.wowstuff.co.uk/airswimmers

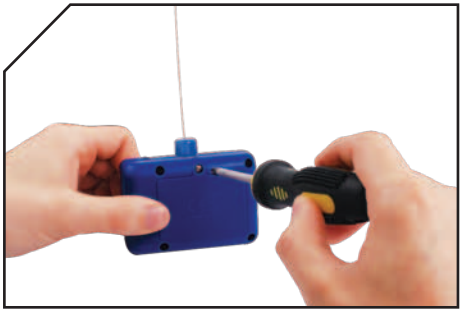


2. Place clear tape tabs (11A) over the fin tabs to secure.

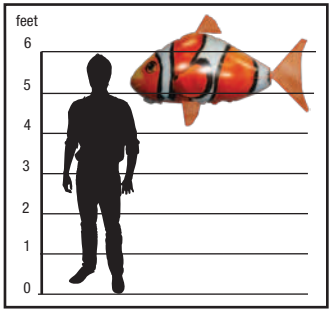
Remote Control

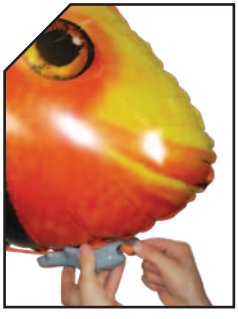
The remote control (9) requires 1 x 9V battery (13).

1. Unscrew the battery cover using a cross-head screwdriver.



2. Insert the battery according to polarity shown. Screw the battery cover back into place.





Balancing your Air Swimmer

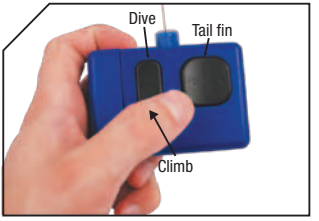
The Air Swimmer needs to float roughly at around 5 feet (1.5m). Untie the ribbon tether and balance out the weight by placing putty in the pod mouth until the Air Swimmer neither rises nor falls. If it starts to descend, remove some of the putty.

Flying Your Air Swimmer

When flying your Air Swimmer:

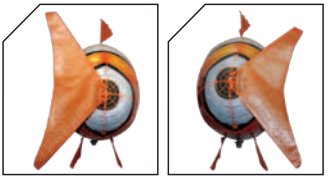
1. Choose an indoor environment with calm air movement. Avoid air conditioners and electric fans which could affect flying and control.
2. There should be no lamps, candles or open flames, or other items that could damage the Air Swimmer.
3. It is recommended to use a space larger than 10ft wide x 16.5ft long x 8ft high (3.4m x 5m x 2.4m).
4. Always turn off both the pod and the handset when finished playing.

1. Turn the power switch to “ON” on the pod track (12).



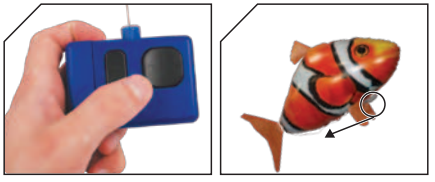
2. To activate the controller - press any button on the unit.

3. To move the Air Swimmers tail left, press left on the remote. To move the tail right, press right on the remote.

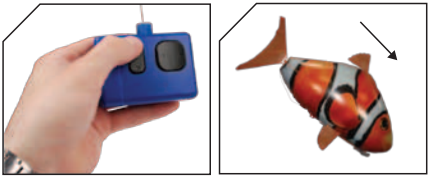


4. To get your Air Swimmer moving, you will need to move the tail from left to right by pressing left, right, left, right in a constant rhythm. Experiment with faster and slower rhythms to find the best speed.

5. To turn your Air Swimmer, press the button once in the direction you wish to turn. This will give you a tight turning circle, but the Air Swimmer will move slowly. To find out different ways of turning your Air Swimmer visit www.wowstuff.co.uk/airswimmers.



6. To make your Air Swimmer climb, the pod must move backwards on the track. By pressing the climb button, the nose will point upward. Then using the left/right button, swim the Air swimmer forward.



7. To make the Air Swimmer dive, move the pod forward using the dive button so the nose points down. Then using the left/right button, swim the Air Swimmer forward.

For easy-to-follow video instructions go to www.wowstuff.co.uk/airswimmers

Troubleshooting Guide

Symptom	Cause	Solution
The Air Swimmer will not float.	Not enough helium or too much putty in the pod mouth.	Refill with helium or, remove putty so Air Swimmer balances around 5 feet in height.
	Wrong altitude setting.	Check your altitude and adjust the pod track accordingly. (See page 5).
The Air Swimmer is too light and bumps on the ceiling.	The Air Swimmer is too light and needs to be weighted.	Try adding putty into the pod mouth.
Tail or pod does not operate.	Weak batteries.	Replace batteries in the handset and/or pod track.
	The cable from the pod track is not connected to the tail sufficiently.	Refit and ensure the plug connection is fully inserted correctly.

Warning! Never deliberately inhale balloon gas. Inhaling helium can result in serious lung injuries and/or suffocation. Do not inhale helium from a balloon or helium tank under any circumstances. Always use in a well-ventilated area.

This product is strictly for use INDOORS ONLY. Do not use this product outside.

BATTERY INFORMATION:

- 1 x 9V BATTERY for remote controller (Included)
- 1 x 1.5V AAA for pod motor (Included)
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Make sure battery compartments are secure.
- Only use batteries of the correct size and type.
- Fit batteries correctly observing the plus and minus marks on the battery and compartment.
- Replace all batteries at the same time.
- Remove batteries from toy when it will not be played with for a long period of time.
- All batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.
- Do not dispose of batteries in fire.

Consumers have a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, you can help by re-using or recycling such equipment.

FCC ID : YCR-AR-1001 (Shark) Operates on 27 MHz frequency US
FCC ID : YCR-AR-1002 (Clown Fish) Operates on 49 MHz frequency

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and

(2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the users authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provided reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However. there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

The antenna used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons and must not be co-located or operated in conjunction with any other antenna or transmitter.

www.wowstuff.co.uk

USA, EU and international patents and designs pending.
Designed and Developed by: William Mark Corporation,
Claremont, California.
Distrubuted by: China Industries Ltd. T/A Wow! Stuff,
Creative Industries Centre,
Wolverhampton Science Park,
Wolverhampton, WV10 9TG, UK,
www.wowstuff.co.uk

Do not mix old and new batteries.
Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.

Non-rechargeable batteries are not to be recharged.
Remove exhausted batteries from the toy.
Supply terminals are not to be short circuited.

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

Contents and colors may vary.

CAUTION:
Remove all twist-ties and plastic loops before giving toy to child.

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